

Fig.2

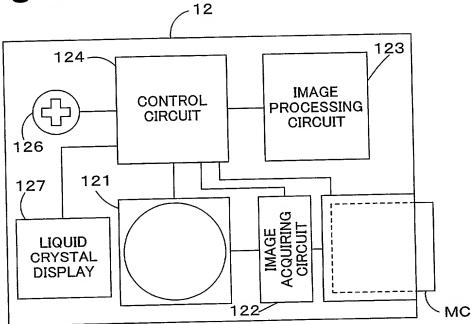
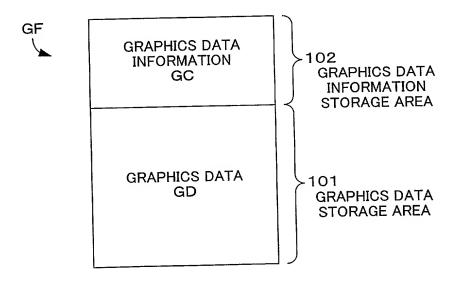
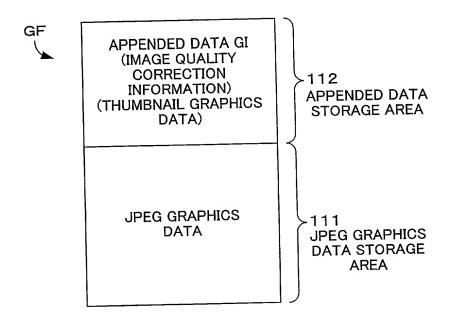


Fig.3





TAG NAME	PARAMETER VALUE	
EXPOSURE TIME	1/137 SEC	
LENS F NUMBER	F10. 1	
EXPOSURE COMPENSATION	EV0. 4	110
MIN. F VALUE	F2. 0	≻112 APPENDED DATA
LENS FOCAL DISTANCE	20. 70(mm)	STORAGE AREA
COLOR SPACE INFORMATION	sRGB	
PICTURE MODE	1	
AUTO ADJUST LEVEL	5]]

Fig.6

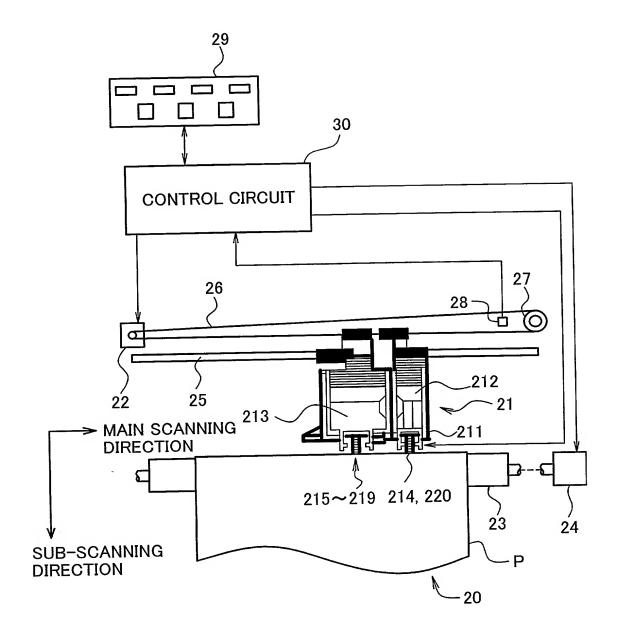


Fig.7

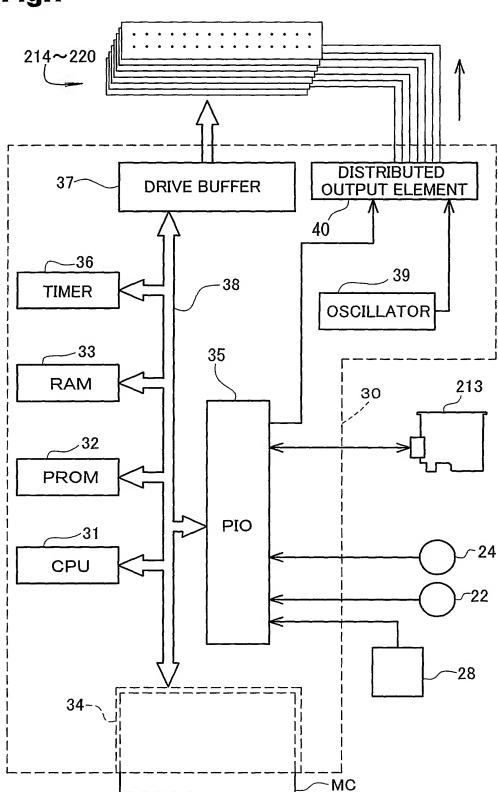


Fig.8

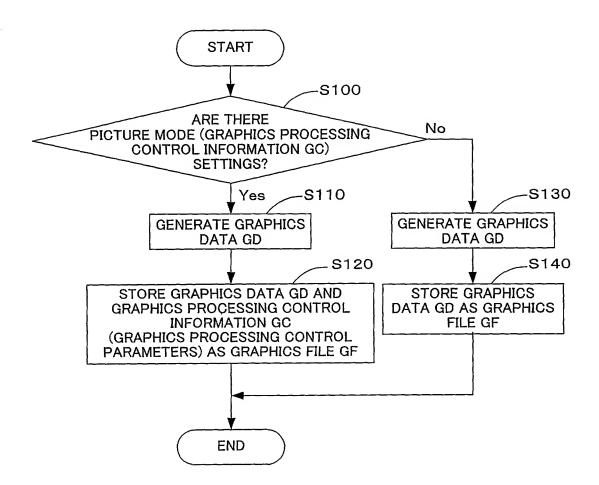


Fig.9

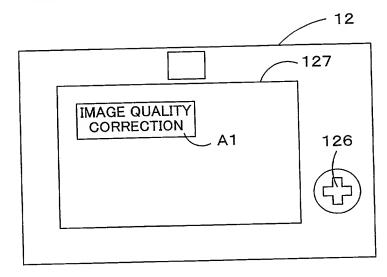
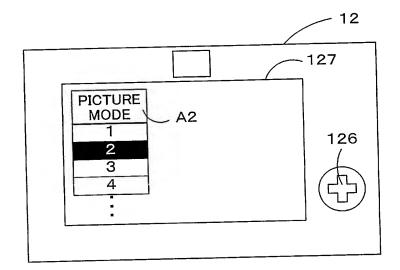


Fig.10



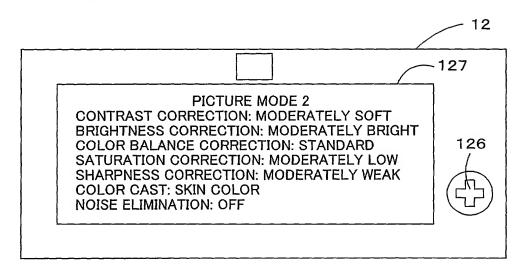
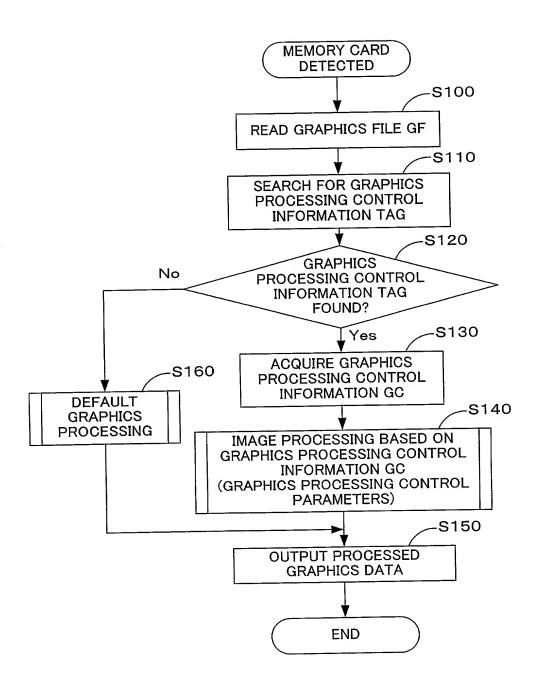
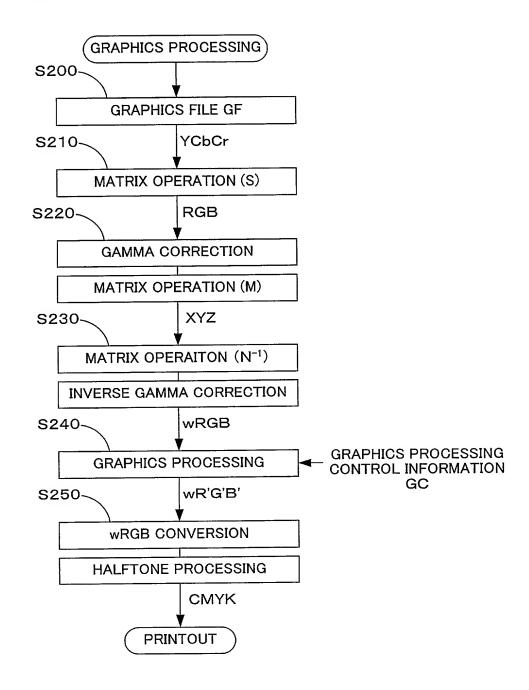
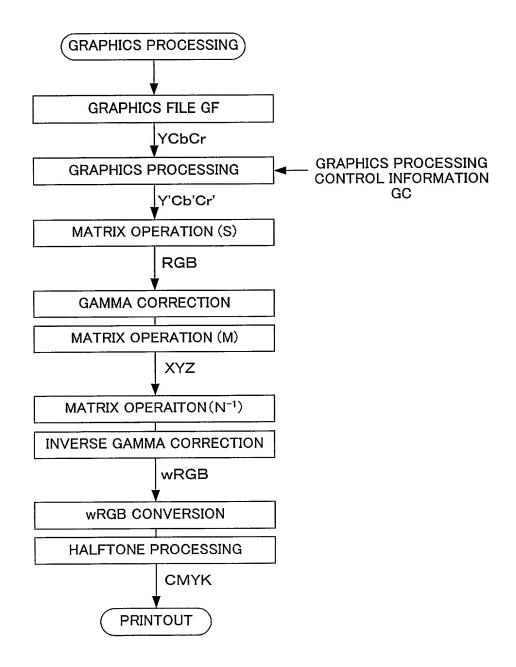


Fig.12





NOISE REDUCTION	OFF	OFF	OFF	NO	NO	OFF	OFF	OFF	OFF	OFF	OFF
MEMORY COLOR	OFF	SKIN COLOR	SKY/GREEN	RED	OFF	GREEN	OFF	OFF	OFF	RED	SKIN COLOR
SHARPNESS	STANDARD	MOD. LOW	MOD. HIGH	MOD. LOW	STANDARD	STANDARD	HIGH	HIGH	STANDARD	MOD. HIGH	MOD. HIGH
SATURATION	STANDARD	MOD. LOW	MOD. HIGH	STANDARD	STANDARD	MOD. HIGH	STANDARD	MOD. HIGH	STANDARD	HIGH	STANDARD
COLOR BALANCE SATURATION	STANDARD	STANDARD	STANDARD	OFF	OFF	WEAK	WEAK	STANDARD	STANDARD	STANDARD	STANDARD
BRIGHTNESS	STANDARD	MOD. BRIGHT	STANDARD	DARK	DARK	MOD. BRIGHT	STANDARD	STANDARD	BRIGHT	STANDARD	MOD. BRIGHT
CONTRAST	STANDARD	MOD. SOFT	MOD. HARD	STANDARD	STANDARD	MOD. SOFT	STANDARD	HARD	MOD. SOFT	STANDARD	STANDARD
MODE		2	က	4	2	9	7	8	0	10	11



$$\begin{pmatrix}
R \\
G \\
B
\end{pmatrix} = \mathbf{S} \begin{pmatrix}
Y \\
Cb-128 \\
Cr-128
\end{pmatrix}$$

$$\mathbf{S} = \begin{pmatrix}
1 & 0 & 1.40200 \\
1 & -0.34414 & -0.71414 \\
1 & 1.77200 & 0
\end{pmatrix}$$

Fig.17

$$\begin{pmatrix} X \\ Y \\ Z \end{pmatrix} = \mathbf{M} \begin{pmatrix} Rt' \\ Gt' \\ Bt' \end{pmatrix} \qquad \mathbf{M} = \begin{pmatrix} 0.6067 & 0.1736 & 0.2001 \\ 0.2988 & 0.5868 & 0.1144 \\ 0 & 0.0661 & 1.1150 \end{pmatrix}$$

 $Rt, Gt, Bt \ge 0$

$$Rt' = \left(\frac{Rt}{255}\right)^{r} \qquad \qquad Bt' = \left(\frac{Bt}{255}\right)^{r}$$

Rt, Gt, Bt < 0

$$Rt' = -\left(\frac{-Rt}{255}\right)^{r} \qquad Gt' = -\left(\frac{-Gt}{255}\right)^{r} \qquad Bt' = -\left(\frac{-Bt}{255}\right)^{r}$$

$$\begin{pmatrix} Rw \\ Gw \\ Bw \end{pmatrix} = N^{-1} \begin{pmatrix} X \\ Y \\ Z \end{pmatrix}$$

$$Rw' = \left(\frac{Rw}{255}\right)^{1/r} \qquad Gw' = \left(\frac{Gw}{255}\right)^{1/r} \qquad Bw' = \left(\frac{Bw}{255}\right)^{1/r}$$